

WHAT IS CLAIMED IS:

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1. A method of operating an amusement game having both a chance-based game and a skill-based game, the method comprising:
 - operating a skill-based video game as a primary game, the skill-based video game having a skill-based video game outcome; and
 - operating a chance-based video game as a secondary game, the chance-based video game having a chance-based video game outcome.
2. The method of claim 1 wherein the chance-based game is chosen from the group consisting of slots, bingo, keno, roulette, and dice.
3. The method of claim 1 wherein the skill-based game is chosen from the group consisting of racing games, fighting games, trivia games, sports games, logic games, and puzzle games.
4. The method of claim 1 wherein operating a chance-based video game as a secondary game occurs regardless of the skill-based video game outcome.
5. The method of claim 1 further comprising awarding a player with a cash prize based on the outcome of one or both of the skill-based video game outcome and the chance-based video game outcome.

6. A game device for playing chance-based and skill-based games, comprising:
a central game processor adapted to coordinate game presentation;
a display providing video representations of games in response to signals from the central game processor;
a memory accessible by the central game processor and containing data related to chance-based and skill-based games; and
a storage device adapted to record information related to a player and write information related to the player for future use by the game device.

7. The game device of claim 6 wherein the storage device is adapted to read identification information from player cards.

8. The game device of claim 6 wherein the central game processor is adapted to reward credits based on player success in chance-based games and deduct credits based on player failure in chance-based games.

9. A method of presenting chance-based and skill-based games to a player comprising:
accepting credits from a player to form an initial credit value for a game session;
providing the player with a choice between a chance-based game and a skill-based game;
performing the game chosen by the player; and

altering the initial credit value to an updated credit value for the game session in response to the player's performance.

10. The method of claim 9, further comprising providing the player with a choice between choosing another game or termination of the game session.

11. The method of claim 9, further comprising providing the player with a player credit indicator, the player credit indicator being the updated credit value for the game session at the time of termination of the game session.

12. The method of claim 11 wherein providing the player with a player credit indicator includes updating a player card with player credit information.

13. The method of claim 11 wherein providing the player with a player credit indicator includes providing the player with a visual display of the number of remaining credits and storing the number of remaining credits at a central database.

14. A method of presenting chance-based and skill-based games to multiple players, the method comprising:

coordinating gameplay by a first player playing a first game device, said first game device including a chance-based game and a skill-based game, and being in communication with a connection hub;

coordinating gameplay by a second player playing a second game device, said second game device including a chance-based game and a skill-based game, and being in communication with the connection hub;

accepting gameplay signals generated by the first game device and the second game device at the connection hub;

forwarding gameplay signals from the first game device through the connection hub to the second game device; and

forwarding gameplay signals from the second game device through the connection hub to the first game device.

15. The method of claim 14 further comprising forwarding game status signals from the connection hub to a central database, said game status signals including player credit information.

16. The method of claim 14 further comprising allowing the first player and the second player to challenge each other, the outcome of the challenge determining an allocation of credits between the first player and the second player.

17. The method of claim 14 wherein the chance-based games are selected from the group consisting of bingo, keno, slots, roulette, wheel of fortune, dice games, and a video scratch game.

18. The method of claim 14 wherein the skill-based games are selected from the group consisting of racing, fighting, puzzle, adventure, role playing, sports, and strategy games.

19. A method of presenting a game and rewarding a prize to a player comprising:
presenting an initial skill-based game;
determining a skill-based game outcome of the initial skill-based game;
presenting a chance-based game in response to the outcome of the initial skill-based game meeting predetermined criteria;
determining a chance-based game outcome of the chance-based game; and
awarding a prize in response to the outcome of the chance-based game meeting at least one predetermined criterion.

20. The method of claim 19 wherein the chance-based game is selected from the group consisting of slots, dice, roulette, bingo, and a scratch-ticket game.

21. The method of claim 19 wherein the skill-based game is selected from the group consisting of fighting games, sports games, shooting games, trivia games, and puzzle games.

22. A game device adapted to provide skill-based and chance-based games comprising:
a display;

one or more input devices adapted to alter gameplay as shown on the display;
a central game processor; and
one or more memory devices, wherein the central game processor and the memory devices are adapted to first operate an initial skill-based game on the display, the initial skill-based game having a skill-based game outcome, the game processor and memory devices further being adapted to operate a chance-based game on the display if the skill-based game outcome meets at least one predetermined criterion.

23. The game device of claim 22 wherein the at least one predetermined criterion includes the achievement of at least a predetermined score in the initial skill-based game.

24. A method of operating at least one skill-based game and at least one scratch-ticket game for a player, comprising:

operating an initial skill-based game having an initial skill-based game outcome;
evaluating the initial skill-based game outcome;
operating a scratch-ticket game in response to the initial skill-based game outcome meeting a predetermined skill-based game criterion, the scratch-ticket game allowing a player to select scratchable areas on a video representation of a scratch-ticket and revealing scratch-ticket symbols in response to the selection of the scratchable areas, the scratch-ticket game having at least one scratch-ticket game outcome;
evaluating the at least one scratch-ticket game outcome; and
awarding at least one prize if the at least one scratch-ticket game outcome meets at least one predetermined scratch-ticket game criterion.

25. The method of claim 24 wherein awarding at least one prize comprises comparing the at least one scratch-ticket game outcome to a scratch-ticket game prize table and awarding a prize based on the contents of the scratch-ticket game prize table.

26. The method of claim 25 wherein said scratch-ticket symbols include prize symbols which indicate the progression of the player toward a prize and junk symbols which indicate that a player has not advanced toward a prize.

27. The method of claim 25 wherein revealing a junk symbol results in the termination of the scratch-ticket game.

28. The method of claim 26 wherein said scratch-ticket symbols further include progressive symbols which indicate an advancement toward a progressive prize.

29. A method of operating an amusement game comprising:
providing an initial skill-based game having an initial skill-based game outcome;
evaluating the initial skill-based game outcome;
providing a scratch-ticket game if the initial skill-based game outcome meets at least certain predetermined skill-based game criteria, the scratch-ticket game allowing a player to select scratchable areas on a video representation of a game ticket and revealing scratch-ticket symbols in response to the selection of the scratchable areas, the scratch-

ticket game having at least one scratch-ticket game outcome, the scratch ticket symbols including progressive symbols;

evaluating the at least one scratch-ticket game outcome; and
awarding a progressive prize whose value is based at least in part on the number of previous plays of the scratch-ticket game if the at least one scratch-ticket game outcome matches predetermined progressive prize criteria.

30. The method of claim 29 wherein the predetermined progressive prize criteria include uncovering at least two progressive prize symbols.

31. The method of claim 29 wherein the value of the progressive prize is based solely on the number of times the scratch-ticket game has been played previously, and further wherein the award of a progressive prize resets the progressive prize to zero.

32. The method of claim 29 wherein the value of the progressive prize is based in part on the number of times the scratch-ticket game has been played previously and in part on the amount of time since a previous win of the progressive prize.

33. A game device comprising:

a central game processor adapted to coordinate game presentation;
a display providing a video representation of games in response to signals from the central game processor;

a memory accessible by the central game processor and containing data related to chance-based and skill-based games, the data including scratch-ticket data related to a chance-based scratch-ticket game, said central processor causing said display to generate a game ticket having a plurality of scratchable areas on the display in response to said central processor accessing said scratch ticket data;

an input device adapted to receive input from a user relating to the choice of one or more of the scratchable areas on the display, the central game processor generating a symbol on said display in response to the player selecting one of the scratchable areas.

34. The game device of claim 33 wherein the scratch-ticket game has a scratch-ticket game outcome and the central game processor is adapted to compare the scratch-ticket game outcome with predetermined scratch-ticket game criteria.

35. The game device of claim 33 wherein the input device is a touch screen interface.

36. The game device of claim 33 wherein said central game processor further alters symbols for display in response to the player selecting one or more of the scratchable areas.

37. A method of providing at least one skill-based game and at least one chance-based game to a plurality of players, comprising:

providing an initial skill-based game to a plurality of players, the initial skill-based game having an initial skill-based game outcome;

reporting each initial skill-based game outcome to a central location;

comparing the initial skill-based game outcomes to predetermined skill-based game criteria;

providing a chance-based game to those players whose initial skill-based game outcomes meet said predetermined skill-based game criteria, the chance-based game having a chance-based game outcome;

reporting each chance-based game outcome to the central location;

receiving information regarding all chance-based game outcomes from the central location;

comparing the chance-based game outcome to predetermined chance-based game criteria; and

awarding a grand prize to a grand prize winner in response to the chance-based game outcome associated with the grand-prize winner meeting certain of said predetermined chance-based game criteria.

38. A game device for providing at least one skill-based game and at least one chance-based game, comprising:

a central game processor adapted to:

- a) provide an initial skill-based game having an initial skill-based game outcome,
- b) compare the initial skill-based game outcome to predetermined criteria for skill-based game outcomes,

c) provide a chance-based game having a chance-based game outcome if the comparison of the initial skill-based game outcome to the predetermined criteria for skill-based game outcomes indicates that criteria for providing a chance-based game have been met;

d) compare the chance-based game outcome to predetermined chance-based game criteria; and

e) award a prize if the comparison of the chance-based game outcome and the predetermined chance-based game criteria indicate that the criteria for awarding a prize have been met;

a display adapted to display the at least one skill-based game and the at least one chance-based game;

a memory containing data related to the chance-based and skill-based games; and

a communication module adapted to send and receive data to and from other devices.